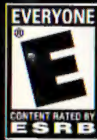


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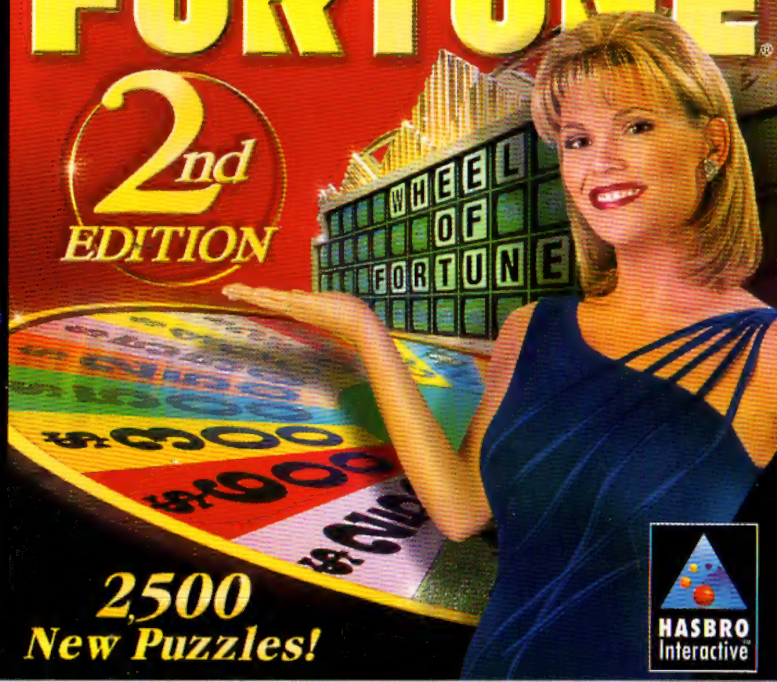
PlayStation®



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WHEEL OF FORTUNE

2nd
EDITION



2,500
New Puzzles!



Wheel Of Fortune® 2nd Edition
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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

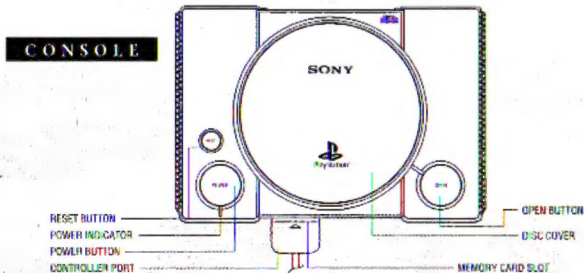
Getting Started.....	4
Controlling <i>Wheel of Fortune</i> ®.....	5
The Main Menu	6
Options	9
Pause Menu	10
An Overview of the Game.....	10
Let's Play!.....	11
Take a Sample Contestant Exam.....	18
Behind the Scenes	19
Career Statistics.....	20
Hasbro Interactive's Web Sites.....	21
Technical Support.....	22
License Agreement	23
Credits.....	28

GETTING STARTED

Important! Do not insert or remove peripherals or Memory Cards once power is turned on. You will need a Memory Card to save your games.

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert the *Wheel of Fortune 2nd Edition* disc and close the disc cover.
4. Insert the game controllers (and Memory Card if you have one).
5. Turn ON the PlayStation® game console. The introductory sequence will begin. To skip this sequence and go directly to the Main Menu, press the **START** button.

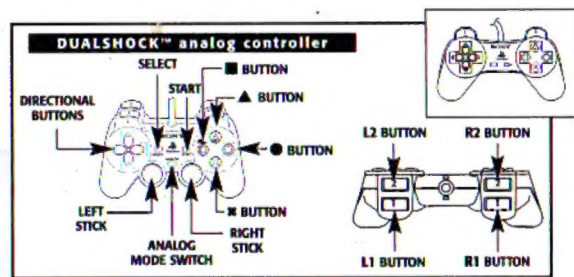
Note: You will not be able to save your progress or game information if you don't use a Memory Card. Make sure there is at least one free block on your Memory Card before beginning your game. You are not able to swap Memory Cards during play and you must leave the card in Memory Card slot 1-A of your multitap if you are using one.



CONTROLLING WHEEL OF FORTUNE®

Up to three human players can play *Wheel of Fortune 2nd Edition*. Each human player must use a separate controller. If there are more than two human players, a multitap must be used. Player 1's input is received through controller number 1; Player 2's input and Player 3's input through the multitap.

Valid control visuals will generally appear on screen at all times. The following is a general guideline of how controls and buttons are mapped for the PlayStation® version of *Wheel of Fortune 2nd Edition*.



NOTE: You may have a controller that looks like this. If so, please follow the digital instructions outlined below.

Directional Buttons: Use the directional buttons to scroll up and down through the menu items, to scroll left and right through the settings for a particular option, and to scroll around the letter grid.

✕ Button: Use this button to spin the wheel and to select a letter on the letter grid.

▲ Button: Use this button if you want to spin the wheel, to say **DONE** when solving a puzzle, or to return to the previous screen.

● **Button:** Use this button if you want to solve the puzzle.

■ **Button:** Use this button if you want to buy a vowel.

L1: Not used.

R1: Use this button to move ahead to the next puzzle in the sample contestant exam.

L2: Not used.

R2: Use this button to go back to the previous puzzle in the sample contestant exam.

Note: If you are using the DUALSHOCK™ analog controller and the ANALOG mode switch is turned ON, you may use the left or right stick to spin the wheel.

THE MAIN MENU

This is where you can do such things as start games and set gameplay options.

Use the up or down directional button to select a Main Menu item and then press the ✕ button to confirm your selection. Each Main Menu item is described below:

NORMAL GAME

Select this menu item to start a “normal” local game with up to 3 human or computer players. Next, select 1, 2 or 3 to enter the number of human players that will be playing. Computer players will then be automatically added accordingly, to total a 3-player game.

Note: You must have at least one human player to play.



Next, use the up or down directional button to select the game length you would like to play. Standard game length is 15 minutes. You can also choose to play a 10-minute or 20-minute game, or a game consisting of 3, 4 or 5 rounds. When the desired game length is selected, press the ✕ button.

Now use the up or down directional button to select a game theme and then press the ✕ button to confirm your selection. The game will then search for a Memory Card in slot 1.

Next, select a career and then use the directional buttons to enter in the name(s) of the human player(s). Press the ✕ button to accept a letter; high-light DONE and then press the ✕ button. Use the ■ button to back up if you make a mistake. Computer players will be labeled as “Player n,” where “n” is 2 or 3.

In normal play, you compete against other players (both human and/or computer) to win as much money and valuable fantasy prizes as you can.

After each player has signed in, the game will begin!

TOURNAMENT

Select this menu item to start a Tournament game. The sign-in steps are the same as those described for the Normal game, except that each player must have won 5 games or at least \$50,000 in winnings.

SOLO GAME

Select this menu item to start a Solo game. The sign-in steps are the same as those described for the Normal game, except this time they only apply to YOU! No computer players will be added. When playing a Solo game, your ultimate challenge is to beat your own high score. If you are thinking about becoming a contestant on the TV show, this is the perfect place to test your

knowledge against every category and puzzle in the game. Your statistics will tell you what you need to practice. (See "Career Statistics" below.)

In the Solo game, your goal is to win as much money as you can. You are allowed a certain number of free spins. (The number of free spins granted depends on the number of rounds you selected during the sign-in steps.) Each time you choose a letter which is not in the puzzle, you will hear a buzzer and one of your free spin tokens will be taken away. If you choose a letter that is not in the puzzle and have no free spins remaining, the game is over.

CONTESTANT EXAM

Select this menu item if you wish to test your knowledge with a sample contestant exam.

BEHIND THE SCENES

Select this menu item to view some interesting interviews with the production staff from the actual TV show. Learn more about what makes the show tick, and tips on playing the game! Once you win one game, you will unlock additional interviews with your host, Vanna White! (For more details, see "Behind the Scenes" on page 19.)

CAREER STATISTICS

Every time you play a game, your score and winnings are stored, along with certain statistics. These statistics are stored by player name, so you will have different "career" statistics if you play using different names. If you are seriously considering becoming a contestant on the TV show, you should review these statistics often.

OPTIONS

Select this menu item to go to the Options Menu. From there you can adjust the different gameplay options. **Important!** You must make certain adjustments *before* you begin a new game. Where applicable, these options will also be applied when taking the sample contestant exams.

The different gameplay options are described below:

Response Time – This is the time allowed to solve the puzzle. The default response time is set to 60 seconds. Use the left or right directional button to select 30, 60 or 90.

Sound Volume – This setting allows you to adjust the game's sound volume in increments of 5 from 0 to 100.

Credits – This option allows you to view the names of all the people who worked so hard to bring this game to you.



PAUSE MENU

Pressing the **START** button during a game in progress will pause the game and bring up the Pause Menu. You may then choose from the following:

Exit Game – Select this menu item to return to the Main Menu **WITHOUT** saving the game currently in progress.

Options – Select this menu item if you want to adjust the Sound Level or the Response Time.

Resume Game – Select this menu item to return to the game currently in progress.

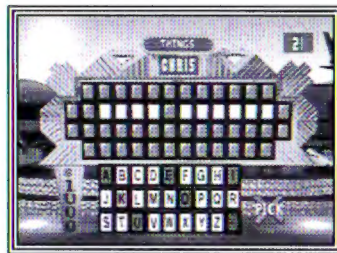


AN OVERVIEW OF THE GAME

Wheel of Fortune is a game in which three players compete to solve word puzzles in an effort to win fantasy cash and fantasy prizes. When a player correctly solves a puzzle, that player gets to keep his/her cash and/or prize winnings for that round. The other two players' winnings for that round are erased. The "winner" is the player who has won the highest cumulative dollar value in both cash and fantasy prizes for those rounds played with the three players. The winner then gets to play the "Bonus Round."

LET'S PLAY!

Wheel of Fortune is played in rounds. Each round begins with the introduction of the category for the puzzle. The category will be the name of a person (fictional or real), a place, a thing, etc. White gameboard squares show the missing letters to the word puzzle. These spaces are clearly distinguishable from the other gameboard squares.



Player 1 always starts the first round. As the game continues, Player 2 will start the second round, and Player 3 will start the third round. The game then continues with Player 1 starting the 4th round, Player 2 the 5th round, and so on until the game ends. During each round, gameplay moves in player number order.

At the start of your turn, you may spin the wheel, buy a vowel (provided you have at least \$250) or solve the puzzle. For the purposes of the game, "Y" is considered a consonant.

Spinning the Wheel

To spin the wheel either press and hold the **X** button, or move the right or left stick clockwise (if using a DUALSHOCK™ analog controller) then release. The longer you press the **X** button (or the farther you turn the right or left stick), the "stronger" the spin will be. Keep an eye on the color of the spinner pointer base. That color indicates the current player's turn — Player 1 (red), Player 2 (yellow) or Player 3 (blue).

After spinning the wheel, you must pick a letter. After successfully picking a letter that is in the puzzle, you must then spin again, buy a vowel or solve the puzzle. If time elapses, control will move to the next player.

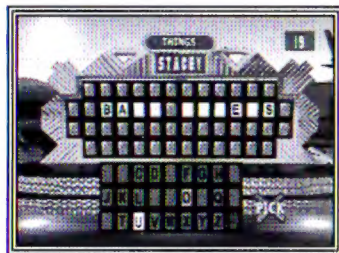
Picking a Letter

To pick a letter, use the directional buttons to select a letter from the letter grid, then press the **X** button to confirm your letter selection. **Note:** Vowels are not available from the letter grid and cost money. (See “Buying a Vowel” below.)

Buying a Vowel

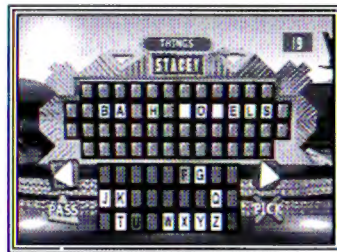
To buy a vowel, press the **V** button and then select a vowel from the letter display that appears. **Important!** You will be charged \$250 for buying a vowel, regardless of how many of those same vowels appear in the puzzle answer. This amount is automatically deducted from your existing funds.

After successfully picking a vowel that is in the puzzle, you must then spin again, buy another vowel or solve the puzzle. If time elapses, control will move to the next player.



Solving the Puzzle

To solve the puzzle, press the **S** button and fill in the missing puzzle letters. Use the directional buttons to select a letter from the letter grid and then press the **X** button to confirm your selection. If you make a mistake, use the **B** button or the **S** button to navigate through the puzzle wall and make changes. Press the **A** button when you think you have entered the correct solution to the puzzle. **Important!** The Response Time you selected at the Options Menu determines the amount of time you have to solve the puzzle.



The Wheel

The wheel is divided into wedges and is made up of various dollar values and special wedges such as “Lose a Turn,” “Bankrupt,” “Free Spin,” and “Jackpot.” If the wheel stops on a money wedge, you will be asked to pick a letter. If the letter is in the puzzle, the dollar value goes into your bank. If the letter appears more than once, the dollar figure (except for the \$10,000 wedge — which is only awarded when you actually solve the puzzle) will be multiplied by the number of times that letter appears in the puzzle. Your turn continues until you correctly solve the puzzle or you:



- Ask for a letter not in the puzzle;
- Land on "Lose a Turn" or "Bankrupt";
- Purchase a vowel that is not in the puzzle;
- Incorrectly guess the solution to the puzzle.

If at any time you land on the "Bankrupt" wedge, you lose everything credited to you during that round, including any cash and/or prizes. **Important!** You do not lose any of the cash and/or prizes awarded in prior rounds. Once you win a round, that cash and/or prizes is yours to keep.

Different Rounds Mean Different Wedges

Certain wedges on the wheel are changed during each round. Keep an eye out for these special wedges:

Round 1: 1 Bankrupt, 1 \$1000, 1 Free Spin

Round 2: 1 Bankrupt, 1 combination Bankrupt/\$10,000, 1 \$2500, 1 Prize, 1 Free Spin

Round 3 (Jackpot): 2 Bankrupt, 1 \$3500, 2 Prize, 1 Jackpot

Rounds 4 & 5: 2 Bankrupt, 1 \$5000, 2 Prize

Free Spin

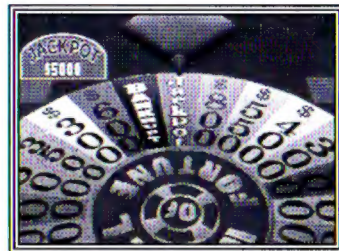
When you land on "Free Spin" and then select a letter that's in the puzzle, you get a Free Spin token. A Free Spin token may be used when you ask for a letter or vowel not in the puzzle, when you land on "Bankrupt" (although you don't get your money back, you won't lose your turn) or "Lose a Turn," or when you make an incor-



rect attempt to solve the puzzle. The Free Spin token may be carried over and used during any round of the game, except for the Speed-Up Round or the Bonus Round.

Jackpot

In the "Jackpot" round, a Jackpot wedge is placed on the wheel and \$5,000 is placed in the jackpot. This amount is increased progressively by the dollar value of each spin of the wheel, whether or not a player guesses a correct consonant. If you land on the Jackpot wedge and select a consonant found in the puzzle, you are given no dollar value for the letter. If, however, you land on the Jackpot wedge, select a consonant found in the puzzle, and correctly solve the puzzle on that spin, you win the Jackpot amount.



Prizes

At the beginning of some rounds, a "Prize" wedge is placed on the wheel. If you land on one of these wedges and select a correct consonant, you are credited with the Prize. However, you must win the round by solving the puzzle before the Prize is actually awarded. The dollar value of the Prize will be added to your total score, if you win the round. If, during the round, you spin Bankrupt, the Prize must be given up — along with all cash won during the round.



\$3,000 Questions

Some of the puzzles, once they are solved, actually present a \$3,000 question. If you are the winner of the round, you can earn an extra \$3,000 by answering the \$3,000 question correctly. Once the question is asked and the multiple-choice answers shown, use the directional buttons to select the answer you think is correct and then press the **X** button. **Note:** The puzzle categories that feature \$3,000 questions are Clue, Fill in the Blank, Fill in the Number, Next Line Please, Where Are We, Who Is It, Who Said It.

Speed-Up Round

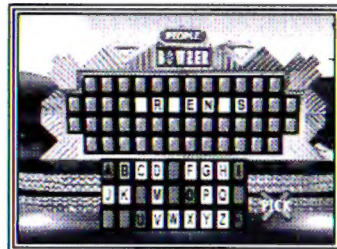
At the end of a timed game, an alarm will sound indicating that time has run out. Vanna will spin the wheel and the resulting dollar amount (plus \$5,000) will be the value for all consonants from that point forward.

Note: Vowels will neither earn nor cost a player money.

Starting with the current player, each player guesses one letter. If the letter is in the puzzle, you will then have an opportunity to solve the puzzle. If you do not guess or guess incorrectly, control will move to the next player. Play continues between players until the puzzle is solved correctly. At that point, the player with the most winnings has won the game and the right to play in the Bonus Round. If the player with the most winnings is an AI opponent, there will not be a Bonus Round. If two players are tied, there will be one more Speed-Up Round to break the tie.

Bonus Round

If you are the Bonus Round player, you must first select a Fantasy Prize card. A Bonus Round puzzle will then appear on the puzzle board. Next, all of the R, S, T, L, N and E letters that are in the puzzle answer will be revealed. You must then pick three more consonants and one vowel. All of those letters, if they are part of the puzzle answer, will then be shown. You will then have approximately 30 seconds (or whatever Response Time you selected at the Option Menu) to solve the puzzle by entering letters into the remaining blanks in the puzzle. If you correctly solve the puzzle in time, the value of the Fantasy Prize is added to your winnings.



Hints for Non-Bonus Rounds of Play

Many players start by guessing the most common letters: R, S, T, L, N and the vowel E. After that, it is a good idea to look for possible letter combinations. A two-letter word will often contain an O. A three-letter word will often contain a T or an O. Sometimes it's helpful to say the words out loud. Finally, try watching *Wheel of Fortune* on TV to see what strategies the contestants use. Good Luck!

TAKE A SAMPLE CONTESTANT EXAM!

Each time you select the Exam option from the Main Menu, a sample exam will be presented. Vanna will introduce the exam. The response time you have will be the one that you selected in the Options Menu.

Important! This exam is a sample only! It does NOT qualify you for appearance on the actual television show. If you are considering becoming a contestant on the TV show, you must take an exam administered by official *Wheel of Fortune* representatives.

You will be shown 16 partially completed puzzles from four different categories. You will then be given 5 minutes to solve all of the puzzles. Solving the puzzles is done by entering in each of the missing letters in the proper order. If you make a mistake while entering, press the **■** button and re-enter the letter that you want. To move ahead or go back through the puzzles, use the **R1** and **R2** buttons. When you have answered all of the puzzles on the screen, press the **▲** button.

After you have entered in all of the missing letters to the puzzles, or after your time has run out, Vanna will tell you if you have passed or failed. To pass the test, you must correctly complete 12 of 16 puzzles in the time allotted. The correct answers are not given, as they are not given if you take a real contestant exam. However, you're in luck. You can find the answers to the sample exams on the enclosed answer sheet or on Hasbro Interactive's web site, www.hasbro-interactive.com.

More About the Official Contestant Exams...

If you want to become a contestant on the actual TV show, your first step would be to write in to the show and apply. If your name were chosen, you would then need to pass the official contestant exam, as well as an informal video test showing how you would present yourself on the air.

The sample exam in the *Wheel of Fortune 2nd Edition* PlayStation® console game is a very good example of how the official exam is administered and what the official contestant exam would be like in difficulty. Taking the exam is much more difficult than playing the actual game. Here's why: In the game you have more time to think about the puzzle while your opponents are playing.

BEHIND THE SCENES

This screen provides access to interviews with various members of the *Wheel of Fortune* production staff, including Vanna White herself!

Green Room – Select this menu to learn more about Gary O'Brien, Contestant Coordinator (the first person you would meet if you became a contestant on the show!)

Control Room – Select this menu to learn more about the show's Director, Mark Corwin.

Production Offices – Select this menu to learn more about the show's Executive Producer, Harry Friedman, Producer, Steve Schwartz, and Puzzle Writer, Scott Bresler.



Dressing Room – Select this menu to learn more about your host, Vanna White!

Stage – Select this menu to learn more about Stage Manager John Lauderdale, and that famous voice behind the scenes, Announcer Charlie O'Donnell.

CAREER STATISTICS

Each time you complete a game, your score is added to a running "career" total of statistics. The statistics tracked include:

- Number of Games Won
- Number of Games Lost
- Total Winnings

Use the left or right directional button to scroll through the entire list of statistic categories.

HASBRO INTERACTIVE'S WEB SITES

Hasbro Interactive has exciting, full and active web sites dedicated to ensure you get the most out of your new games. You can visit us at:

<http://www.hasbro-interactive.com>

Kids, check with your parent or guardian before visiting any web site.

Visit and you will discover that Hasbro Interactive web sites contain such things as:

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- Interviews
- Hints and Tips
- Competitions
- Software Upgrades
- Community
- Demos
- And much more

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

ONLINE STORE

If you enjoyed this product and would like to purchase other great Hasbro Interactive products online, stop by the ONLINE STORE at our main site for convenient shopping from home. Purchasers must be 18 years or older or have parent's permission.

TECHNICAL SUPPORT

If you are having technical difficulties with the *Wheel of Fortune 2nd Edition* PlayStation® game, and need to call Technical Support, please have the correct name of the game available (and be ready to take notes).

For telephone technical support, please call (410) 568-2377. Support hours are from 8:00 a.m. to 12:00 midnight, Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may also communicate with our technical support via the Internet at:
<http://support.hasbro.com>.

This site contains an up-to-date interactive knowledge base, and email contacts for technical support.

To find out more about the *Wheel of Fortune 2nd Edition* PlayStation® game or any other Hasbro Interactive product, please visit our main web site at:

<http://www.hasbro-interactive.com>

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Epilepsy Warning



READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you or anyone in your family has an epileptic condition or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well lit room.
- Be sure to take a 10 to 15 minute break every hour while playing.

Repetitive Strain Statement



CAUTION

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10 to 15 minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Motion Sickness Statement



CAUTION

This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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